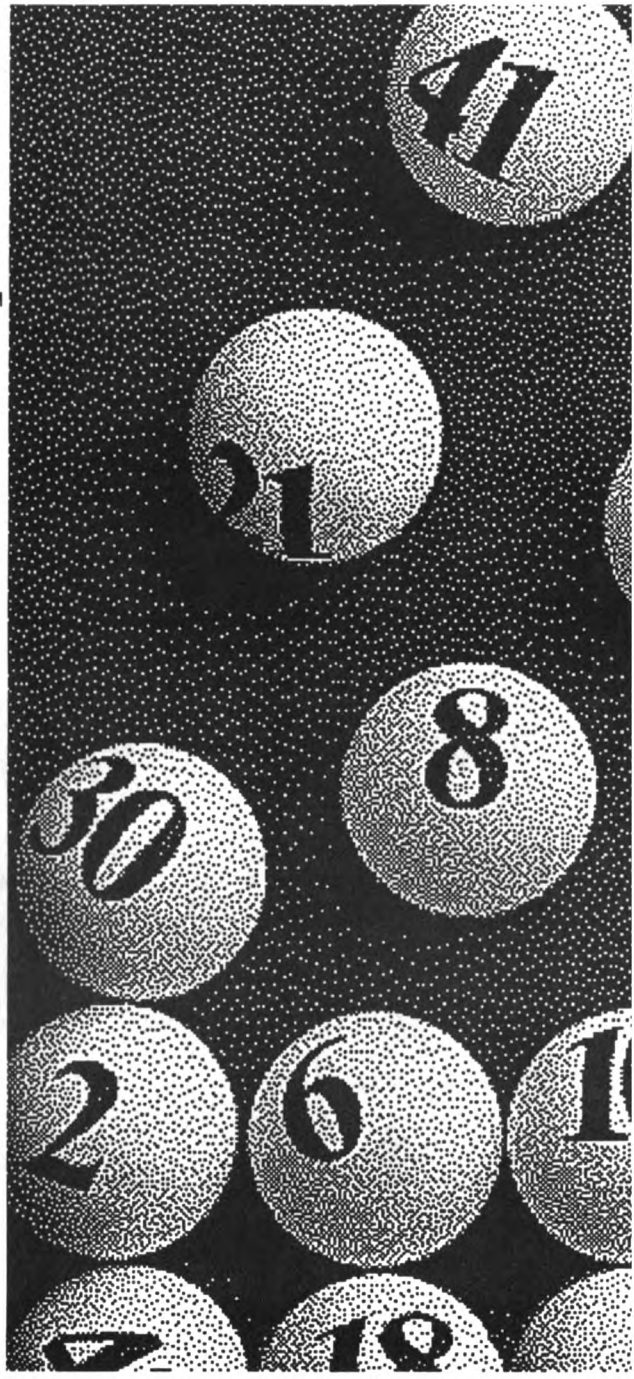
Lottery EXPERT™



USER MANUAL

For IBM PC, XT, AT, PS/2 and compatibles
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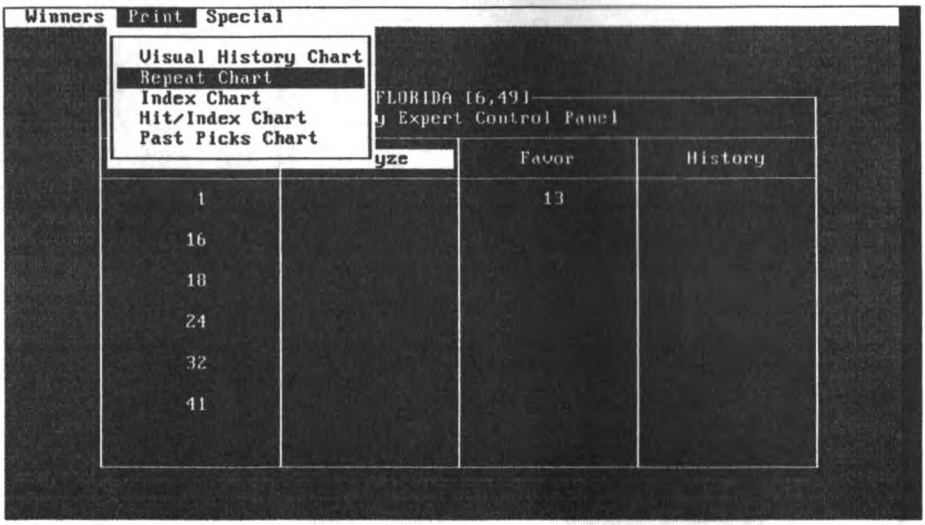


Chapter 1: Introduction

Lottery Expert comes complete with all lottery states' winning numbers and allows anyone to make their own system for playing their state lottery.

The program can analyze past winners and find the numbers that have not been picked recently (the "due" numbers). It's easy to update the winners in the database with each new drawing, so the numbers are always current. The program can also generate random numbers with a special random number generating algorithm. If the user has a favorite number(s) they consistently play, the program can check it against an index to see how it's done. The user can call up any combination of "due" numbers, random numbers, or favorite numbers and play them.

Lottery Expert's powerful report capabilities can help the user analyze past winners. Spot trends and identify the "hot" numbers to improve your chances for a big payoff. Lottery Expert is easy to use and powerful. Now any player can increase the odds with a personal system.

The program itself is very easy to use. It has a special "Control Panel" interface that allows you to see your most recent picks, favorite numbers, the last numbers analyzed, and the last "group" analyzed. By highlighting an on screen command description at the top, you may execute the command. There are also pulldown menus for program "maintenance."

Good luck. Be sure to read the chapter on installation and startup; it may help you avoid errors in configuring your program for your system.

Chapter 2: System Requirements and Installation

System Requirements:

Lottery Expert will work with any IBM PC, XT, AT, PS/1, PS/2 or compatible computer with DOS 2.11 or higher, 512K RAM, monochrome or color monitor. It will work best if your system has a hard drive but can be installed to 720K, 1.2M or 1.44M floppy diskette. Lottery Expert supports a wide variety of printers.

Preparation:

Before you can use Lottery Expert you must check for a CONFIG.SYS file in

the root directory of the boot disk. This file must contain a line that reads "FILES=20" or an equivalent line with a higher numbers. It's easy to check for this file. Depending on whether you use the floppy or the hard drive, at any DOS prompt type one of the following. If you're using a floppy, be sure your boot disk is in drive A:.

TYPE C:\CONFIG.SYS	*<Enter>*	(For hard drive users)
TYPE A:\CONFIG.SYS	*<Enter>*	(For floppy drive users)

If you receive a "file not found" message, you don't have this file and will have to create one according to the directions below. If you do have one, check for the FILES= line. If the number is 20 or higher, continue on to installation. If not, copy every other line from that file carefully with pencil and paper.

To create your own CONFIG.SYS file, type the following carefully at the DOS prompt:

Floppy Users:	COPY CON A:\CONFIG.SYS	*<Enter>*
	FILES=20	*<Enter>*
Hard Drive Users:	COPY CON C:\CONFIG.SYS	*<Enter>*
	FILES=20	*<Enter>*

(Directions for both users continue below)

Note: After pressing the first *<Enter>*, the cursor will simply drop to the left most column in the next line.

Users who wrote down any additional lines from the existing CONFIG.SYS file should now type in those lines very carefully. If you make a mistake, please hold down the CTRL and C keys at the same time, or the CTRL BREAK keys at the same time. This will return you to DOS and, start over from the beginning.

After typing in the lines as instructed above, press Function key F6. A ^Z will appear on screen. Next press *<Enter>*. DOS will respond with a "1 file copied" message and return you to the DOS prompt. To make the changes take effect, reboot your system by pressing CTRL-ALT-DEL (all three keys at the same time). You're now ready to use the program, or begin installation.

Installation:

You cannot run this program from the distribution disk because it's write tab protected for safety. You may simply copy the files to another disk or install to the hard drive.

We have provided a simple install batch file for installing to either hard disk or another floppy. Simply create a directory and change to that directory, or log into another floppy drive and invoke the install program. In the following examples, we will install to a directory on hard disk C: called LOTTO, from drive A:. You may change the drive and/or directory name(s) if you wish. From any DOS prompt, type:

Hard disk example:

C:	*<Enter>*
MD\LOTTO	*<Enter>*
CD\LOTTO	*<Enter>*
A:\INSTALL	*<Enter>*

Floppy drive users may follow the example below, in which we install to drive B: from A: Users with only one drive should follow directions for copying to drive B: regardless; DOS will create a virtual (imaginary) drive B:

Floppy drive example:

B:	*<Enter>*
A:\INSTALL	*<Enter>*

Starting Lottery Expert:

To start the program, be sure you're logged into the proper drive and/or directory and type:

LE *<Enter>*

If you have a monochrome monitor, type LE M *<Enter>* instead.

Chapter 3: Quick Start and First Picks

The first time you run Lottery Expert:

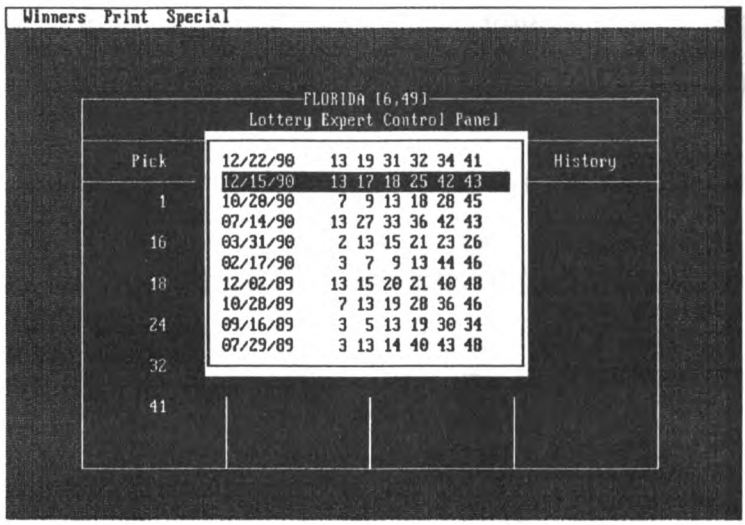
The first time you start Lottery Expert, you'll see a copyright notice. Press any key to begin; there will be a pause as the program sets up its files. Lottery Expert requires several data and index files to be open at once. We've found the most common error at startup is DOS error 2. This results when a program requests that your computer keep a "space" in memory open where it will list the name of the file that program wants to use. If a user hasn't modified his CONFIG.SYS file, a special system file that's only read when you boot your computer, or the user doesn't have a CONFIG.SYS file, there won't be enough "space" for that file. If this is the case, Lottery Expert will report DOS error 2. Look in the previous chapter for the section called

"Preparation."

Once you've started the program, you'll see the control panel and the menu bar. The control panel is the area in the middle of the screen with the moving highlight bars and the spaces below for data. You may use the cursor keys to move the highlight bar. By pressing the *<Enter>* key will execute whatever command is highlighted. Pressing Alt plus "W," "P," or "S" will pull down the menus from the menu bar. Once the menu is pulled down, you may use the cursor keys and *<Enter>* to execute a command from the menu. Additionally, once a pulldown menu is activated, pressing the highlighted letter of the submenu choices will activate the appropriate command.

How the commands are organized:

We've arranged Lottery Expert so that the basic commands you need to pick your numbers are always accessible by simply moving the highlight bar on the control panel. These commands will let you pick randomly, favor a number, do a quick analysis, or check to see if a combination was ever picked. Think of the control panel as the commands you need to "play."



The menu bar and submenus are your second level of commands: they'll take care of the essential program maintenance. They'll let you add new winning numbers to the database, run reports, or even change the state game you normally play and the pick parameters. Think of the menu bar commands as the commands you need to "take care of business."

Choosing your game:

The first thing you'll want to do is to tell the program what state you live in. We've put all the states and their winners into one big file, which includes about 2000 winning cards. When you indicate what state you want to play, the program will take only the winners for that state out, and put that in a working file for you that you'll use whenever you use the program in the future. For safekeeping, you won't be able to modify the original file. You may play as many states as you like; each time you indicate that you wish to play a new state, Lottery Expert will make an additional working file for you.

To choose your state now activate the Special menu by pressing Alt-S (the Alt key plus "S" at the same time). Choose "Lottery Setup," and then "Select State Lottery" from the submenu. You'll arrive at a scrolling list of states. Simply find your start on the list, highlight it and press *<Enter>*. A message will appear saying the program is "extracting" your winning numbers history, and when done, your history and your regular state game will be available to you.

Playing:

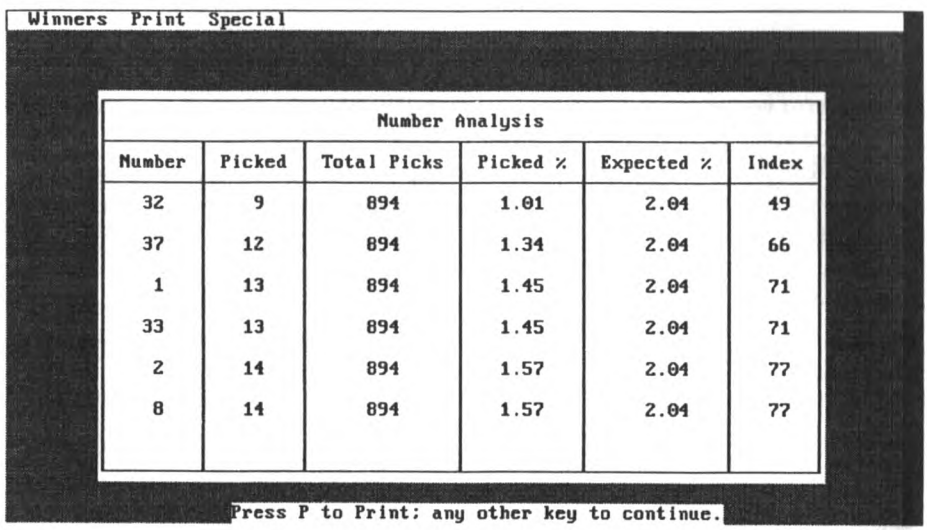
Now that you've selected your state, your state name should appear at the top of the control panel. The number of picks and highest number you can pick should be listed in brackets to the right of the state name. You can change these numbers any time. One of the best features of Lottery Expert is that you may play a different game, say a pick five, once in a while, while still maintaining your winners history for the main game, which could be a pick six, for example. Let's accept the game the program has set up for you for now; if you wish to change it later, read the chapter on the Special menu.

Make sure the highlight bar in the control panel is on "Pick." Press *<Enter>*. A group of random numbers will appear in the column below. For a quick play, you can always use this command to fill out a card.

Let's use a favorite number you've always played. Move the highlight bar over to "favor" and press *<Enter>*. A window will pop up with spaces for numbers. Enter one of your favorite numbers (you could fill all the spaces, but not for this example, please) in the first box. Press the page down key (PgDn) to make the program accept a multiple entry box when not all entries are filled. You'll see the number you wish to "favor" in that column. Now move the highlight bar back to "Pick" and press *<Enter>*. This time, you'll get another group of numbers, one of which will be the number you just asked the program to favor.

Quick analysis and indices:

Let's check how one of your favorite numbers has done in the past. Move the highlight bar to "Analyze" and press <*Enter*>. A window will pop up with three choices. Choose "Select Numbers for Analysis." A window will pop up with spaces for numbers. Enter just one number for now and press the page down key. A window will pop up display statistics to show how that number has done in the past. The windows will include the number of times that the selected number was picked in a drawing, the percentage of times it should have been picked, and an index to show how it did against the theoretical average. These index numbers will be your prime measure of how successful or unsuccessful a number has been. Relate the index number to one hundred. One hundred is always average. One hundred or more is better than average, less than 100 is below average. A very successful number has an index above 115. A not very successful number has an index below 90. To exit from this window press any key other than "P." That key sends the output to the printer, and you shouldn't do that until you've selected your printer. Note: the other "Analyze" sub choices will be explained in the following chapter.


Winners Print Special
Number Analysis
Number Picked Total Picks Picked % Expected % Index
32 9 894 1.01 2.04 49
37 12 894 1.34 2.04 66
1 13 894 1.45 2.04 71
33 13 894 1.45 2.04 71
2 14 894 1.57 2.04 77
8 14 894 1.57 2.04 77
Press P to Print; any other key to continue.

Checking history:

The last major item on the control panel is the "History" command. This will provide you with a quick check to see if a card you're playing ever won as a group before. You must specify as many numbers as there are selections in the state game. This will not analyze whether two numbers, for example, ever came up together before. To try it out, highlight "History" and press <*Enter*>. A popup window will appear. For now, enter the same numbers as are currently in the "Pick" column, since they're handy. You'll most likely get

an answer saying that no prior numbers were found, which means they never won as a group.

Selecting a printer:

To demonstrate how to run a report we'll activate a menu from the menu bar. Press Alt-S for the Special menu. Next, highlight "Select Printer" and press *<Enter>*. A scroll through list will pop up with more than two hundred printers listed. Find your printer, or an emulation your printer will support, highlight it and press *<Enter>*. If your printer is attached to a port other than LPT1, use the Special menu again, this time choosing "Select Printer Port," and selecting the correct port.

Printing a report:

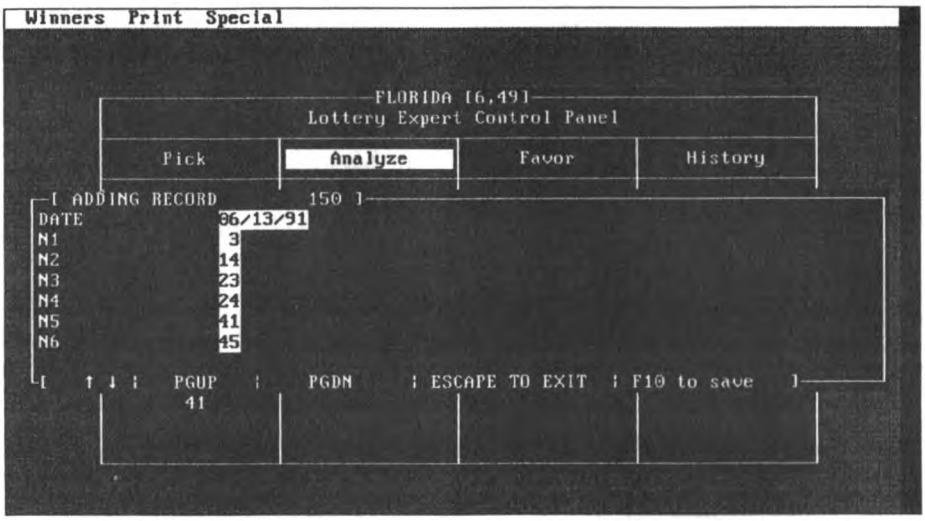
As a sample, we'll print the Lottery Index Chart. Activate the Print menu by pressing Alt-P and then select "Index Chart." Be sure your printer is turned on. The report printed out will list all the numbers in your state lottery, and in the next column, the index that was mentioned above. Three further columns will visually show which numbers were over, at or below the expected average pick frequency range. This is a useful report for a quick read of whether there are groups of numbers in a state lottery that have been successful over a period of time. Though there's no mathematical explanation for it, we've found clumps of numbers in some states that seem to get picked more often when a good sized sample (about 75 or more) of games are analyzed.

Exiting the program:

This concludes the quick start. The remainder of the program procedures will be discussed command by command in the remainder of the manual. To exit the program to DOS, activate the Special menu by pressing Alt-S, and then select Exit.

Chapter 4: The Control Panel

The control panel takes up the middle area of the screen, and is the main command center for playing the game. The cursor keys highlight the commands, and *<Enter>* executes a command. The space below each command may contain data either resulting from or remaining from the use of a previous command.



Control panel legends:

The top of the control panel will indicate the current state and game history selected. New York, for example, is followed by two numbers in brackets indicating the user may pick six numbers from fifty-four in that state's game. The user may change these default numbers from the Special menu.

Pick:

This will choose up to seven random numbers and display them in the column below. How many numbers will be random depends on the maximum number of picks for the state game, as defined either in the program default or in the control panel legend, if changed by the user. If any favored number or numbers were entered, the program will automatically pick those numbers, reducing the number of random picks for each favored number. The most recently picked numbers will be displayed in the column until the program session is ended.

Lottery Expert uses a tested and powerful algorithm to generate its random picks. It's generally to the user's advantage to use random numbers. Players who will benefit the most from picking random picks are those who habitually play special dates in their state lottery game. Most state pools allow for winning numbers much higher than 31, the highest date possible. By picking special dates, these players have ignored as much as 42% of the possible winning numbers pool when playing their card.

Analyze:

The analyze command will lead to three sub choices. The user may select one by highlighting and pressing *<Enter>*.

❑ Select Numbers for Analysis: This allows an analysis of a number or numbers to see how successful it's been in the state winning numbers history. A popup window will appear in which the user may enter the numbers to be analyzed. It is not necessary to enter a number in each of the blanks. To move from blank to blank, press *<Enter>* or use the down arrow cursor key. To advance to the on screen report, press *<Enter>* after the last blank, or PgDn from one of the preceding. This will lead to an on screen report listing the number(s) to be analyzed, along with the number of times it was picked, the total winning picks in the history, the percentage of times the number was picked, the average number of times a number should have been picked had everything been equal, and an index comparing the latter two. An index of greater than 115 is considered very successful, less than 90 unsuccessful, and anything in between, average. Pressing "P" when this window is active will print the list. Hitting any other key will return to the control panel. After the window is closed, the last analyzed number(s) will be listed in the column.

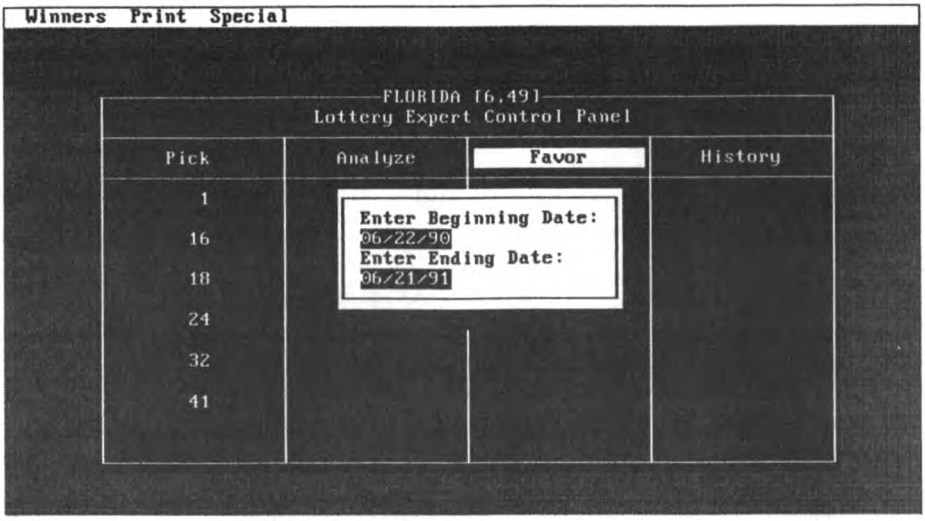
❑ Select Drawings with Number: will pop up a window in which the user may type in a number. The program will search the winning numbers history and then display a list with the dates and winning numbers for drawings in which that number was selected. If there are more drawings than can fit in the window, the list will be scrollable. Pressing the escape key will make the window disappear and a prompt will ask whether to print the list. The user may either highlight "Yes" or "No" and press *<Enter>*, or type "Y" or "N" to indicate a choice.

❑ Display DUE Numbers: will display a window showing the least picked numbers in the history. The on screen report lists the number(s), the times picked, the total winning picks in the history, the percentage of times the number(s) was picked, the average number of times a number should have been picked had everything been equal, and an index comparing the latter two. Pressing "P" when this window is active will print the list. Pressing any other key will return to the control panel.

Favor:

The favor command tells Lottery Expert to hold the user's favorite pick number(s) in memory, and choose the number whenever the pick command is used. This will lead to a popup window with blanks for the "favorite" choices. It is not necessary to enter a number in each of the blanks. To move from field to field (blank to blank), press *<Enter>* or use the down arrow cursor key. To record the choices, press *<Enter>* after the last blank, or PgDn from

one of the preceding. The "favorite(s)" will appear in the column below the command. To abort the procedure and return to the control panel, press the escape key. To erase a previous favor pick, execute the command and press PgDn with all the blanks empty.



History:

This command will allow for checking a group of numbers to see whether they have won a past drawing. This will lead to a popup window with blanks for the "favorite" choices. It is necessary to enter as many numbers as there are picks in a drawing. To move from field to field (blank to blank), press *<Enter>* or use the down arrow cursor key. To execute the analysis, press *<Enter>* after the last blank, or PgDn from one of the preceding. The group of picks last analyzed against the history will appear in the column below the command.

Chapter 5: The Winners Menu

The winners menu is the direct means of access to the database of past winning picks. Note that the user may edit only a copy containing a specific state drawings extracted from the master database distributed with the program. For safekeeping, the program does not alter this file, though the user may extract other states from it, or re-extract a state should anything happen to his copy. The user may add new drawings to the history via this

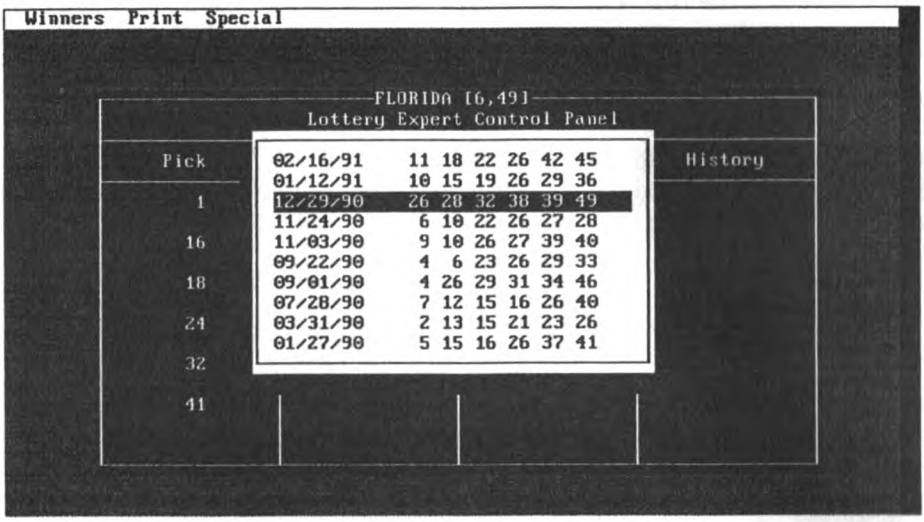
menu, or simply browse through the list of weekly drawings. This menu is accessed through the Alt-W combination, which activates the following sub-menu choices:

Update:

This option allows the user to add new winning drawings to his database. Immediately upon executing the command a "reminder" window will appear noting the last drawing date entered in the database. It is up to the user to be sure that no drawings are missing. The reminder will remain on screen about five seconds before the entry window appears. The user must type in a valid date, and enter the winning numbers in the blanks. The program will display a dialog box asking if you want to save the entry. If you want to save the entry press *<Enter>* on 'yes.' To end the entry procedure without adding to the database, press the escape key, or press *<Enter>* on 'no' to abort the procedure.

Winners:

This allows for browsing or examining the winning drawings database, and optionally, to change any number or numbers in it. This command brings up a popup window with a scrollable list of drawing dates and winning numbers. The user may use the cursor keys to scroll up and down, and press the escape key to return to the control panel without making any changes. By moving the highlight bar and pressing *<Enter>* on the date for editing, the user may also bring up the edit screen for any date. The user may type over the date, and/or winning numbers. The program will display a dialog box asking if you want to save the entry. If you want to save the entry press *<Enter>* on 'yes.' To end the entry procedure without adding to the database, press the escape key, or press *<Enter>* on 'no' to abort the procedure.



Date:

This allows for browsing or examining winning drawings for a specific range of dates. This command brings up a popup window with room for a beginning date and ending date. When the dates are filled in, a popup window with a scrollable list of drawing dates and winning numbers will appear. Press the escape key to return to the control panel.

Chapter 6: The Print Menu

This menu will allow the user to print a variety of reports listing and analyzing the winning numbers database.

Visual History Chart:

This report will provide the user with a visual representation, using asterisks and columns, of how the winning numbers are distributed. The drawing dates appear at the left side of the page. Vertical columns are provided (up to 60) for all numbers. To find a specific number column for analysis, locate the two rows of numbers above the line starting with the word "index." The top line indicates the prefix number for each group of ten, the bottom the individual units (for example, 23 would be the third column, marked by a "3" in the bottom row, to the right of the "2" in the first row of numbers). The

index lines analyze each number column and categorizes the number as "better than average," "average," or "below average," according to the legend above it. A asterisk in each column below the numbers indicates it was drawn for the week listed to the side.

This report is most useful for picking out groupings of numbers called more frequently than others. The best read is across the index line. Several "+" signs grouped close together indicate a "hot" area. Though there's no mathematical explanation for it, we've found clumps of numbers in some states that seem to get picked more often when a good sized sample (75 or more) of games are analyzed.

Repeat Chart:

This provides a number by number readout of whether a particular number has been picked two weeks in a row, and when. If the number has been called two weeks in a row more than once, the report will refer the user to the visual history chart. This report is useful for users who are considering playing a number that was picked in the most recent drawing.

Lottery Index Chart:

This report will list all the numbers in picks pool, and the lottery index, and a representation showing whether the number was picked at an above average, average, or below average frequency vs. the theoretical average. These index numbers will be the user's prime measure of how successful or unsuccessful a number has been. The index number relates to one hundred. One hundred is always average. An index of more than one hundred is better than average; less than one hundred is below average. A very successful number has an index above 115. A not very successful number has an index below 90. Three further columns visually display which numbers were over, at or below the expected average pick frequency range.

Hit/Index Chart:

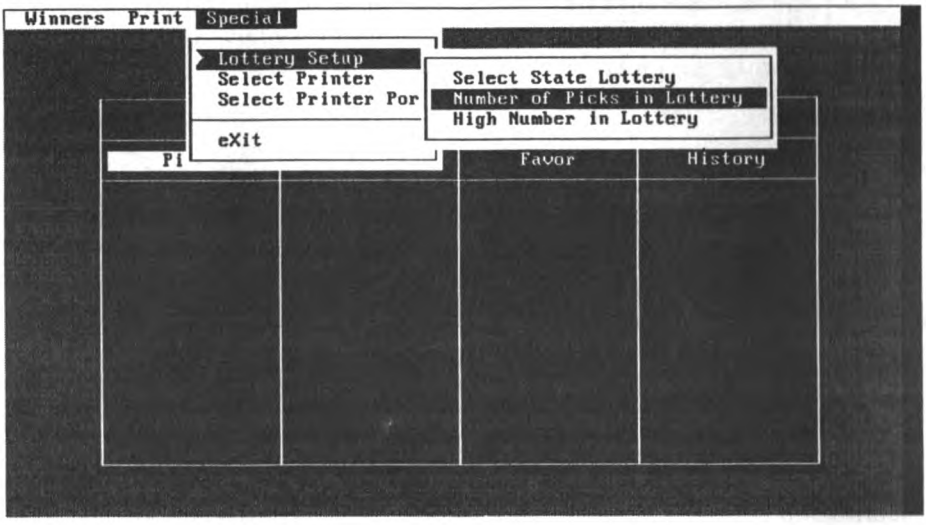
Provides a listing by number of the total number of times the number has been picked in a drawing, and its lottery index, measuring the frequency of the pick vs. the theoretical average, and a visual representation showing whether the index is above average, average, or below average.

Past Picks Chart:

This report lists winning numbers by drawing date without analysis.

Random Picks Chart:

This option will let the user print random picks. The program will generate the picks for the user and will print a report.



Chapter 7: The Special Menu

The Special menu contains the game management routines for the program. The user may change the number of picks or size of the pool for his state game, open up a file for another state, or set up more than one state game utilizing an empty customizable database. Additionally, the printer and printer port selection commands, as well as the quit command are located in this menu.

Lottery Setup:

This will lead the user to three sub choices:

❑ Select State Lottery will pop up a scrollable list of states. The user may select his state by highlighting it and pressing *<Enter>*.

The user may play games from more than one state; the program will simply keep them in two separate databases. The user may also play more than one state game if his state has more than one. To do so, continue to

play the state's primary game with the default database with the regular state name. To add the secondary game, use this command and select "*Custom1* or *Custom2*" from the scrolling state list. The user must then set up the parameters for the game - the number of picks and the highest number - with the next submenu commands, "Number of Picks in Lottery" and "High Number in Lottery." Important: the user must re-set the number of picks and highest number parameters each time he switches back to this database from a regular state database.

❑ Number of Picks in Lottery will provide a scrollable list of choices. The user may highlight a choice and press <*Enter*> to select. The available choices are three through seven.

❑ High Number in Lottery will pop up a window with a blank in which to enter a number. Press <*Enter*> to execute, or the escape key to abort. The highest number possible to enter is 60.

❑ Powerball is another lottery game. When the user picks this option, the program will display the Powerball control panel. The control panel has five choices with the sixth a different color. The sixth choice is the Powerball. The user can analyze past winners and add new drawings to the database.

❑ The last option is a Number Game. There is two games the user can play, Number 3 and 4. When the user picks this option a large pop-up box will over lap the control panel and display the pick. The user can press any key to return to normal mode.

Select Printer:

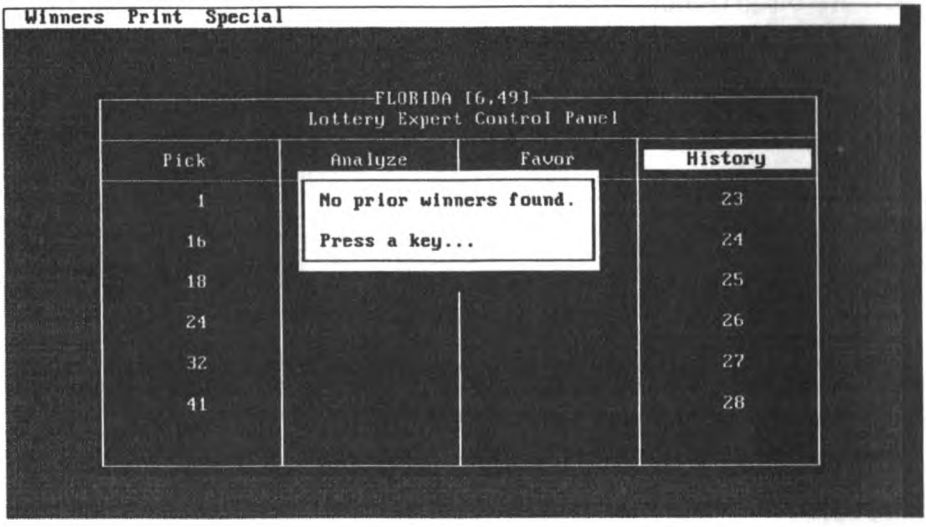
This will display a scrollable list of over 200 printers. The user should find his printer, highlight it and press <*Enter*> to select. If the printer is not listed, the user must check his printer manual to see if it offers an emulation and choose the listing for the emulation.

Select Printer Port:

This will display a scrollable list allowing the user to choose between LPT1, LPT2, COM1 and COM2. The default is LPT1. If the user is not sure what port the printer utilizes, it's usually best to simply try printing using the default. If this fails, it's best to trace the printer cable to the back of the computer and see if there's a label at the plug it's attached to. Note: this program will not print to a network printer.

Exit:

This will close the program and return the user to DOS. Always use this command to end a session so that the necessary data files may be properly closed. Data may be damaged by quitting the program improperly.



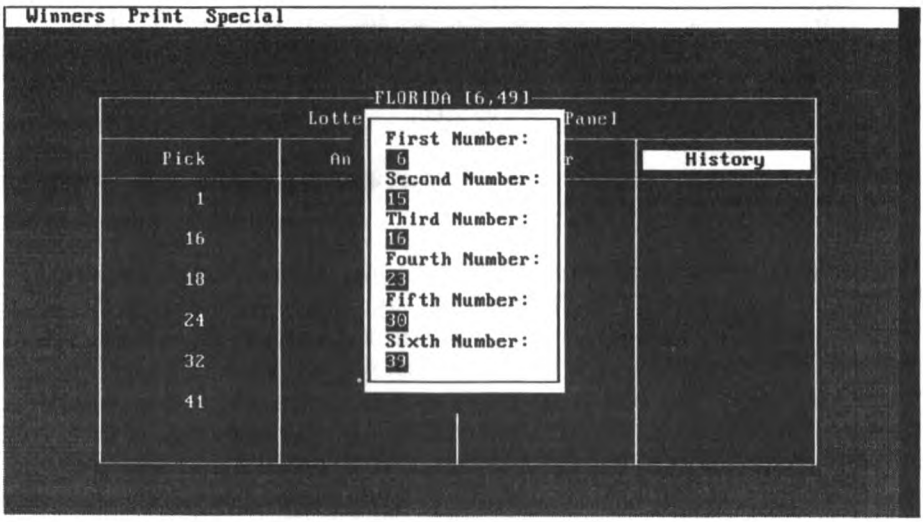
Chapter 8: The Games

We work hard to assure that when we put the disk in the package it will contain the most up to date winning drawings possible for your state. Unfortunately, the package may take a while to get through the distribution channels to the store and to your computer.

It will be necessary, no doubt, for you to update the winning drawings database. The quickest and best way for you to get information about winning drawings is to call your state lottery office. All lottery states will send you this information free, although in some cases they will ask you to send them a stamped, self-addressed envelope in which to send the information.

To call your state lottery commission, look up the area code for your state

capital. Dial information (Area Code - 555-1212) and ask for the state lottery commission, information and public relations office, for the correct number to call.



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